TERMINATOR GENISYS



RISE OF THE RESISTANCE

RULES

KS PREVIEW

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INTRODUCTION

Terminator Genisys: Rise of the Resistance is a co-operative game for 1-4 players set in the post-apocalyptic year of 2029. Playing as heroes among the remaining forces of humanity, you will battle against the near-unstoppable forces of Skynet over a seven-Mission narrative campaign.

Following the story of John Connor's Mission to send Kyle Reese to the past, you'll do everything from rescuing prisoners to dealing with infiltrators, from gathering weapons and supplies to taking part in the final assault against Skynet's secret weapon, the Time Machine.

Join the Resistance and fight for the future of humanity!

THE CAMPAIGN

There are two ways to play the game: Campaign and Skirmish. Every time you play, you'll use the Mission Book to select a Mission to play. The game is intended to be played as a series of linked Missions, following the story chronologically and facing increasing odds as the players draw ever closer to securing the Time Machine. In this Campaign mode, players keep various cards they have earned at the end of each Mission, and carry them forward into later Missions.

However, players may also choose to simply play a single Mission as a one-off Skirmish. Each Mission has additional setup instructions for this game mode.

SOLO PLAY

You can also play Terminator Genisys: Rise of the Resistance by yourself against the game. In this game mode, you must control two Characters, as if it were a 2-player game, though you may control more than 2 Characters if you wish.
No other modifications are made to the rules for solo play.

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COMPONENTS

BOOKS 2

This Rulebook
Mission Book (28 pages)

DICE 22

Action Dice (six-sided) 16 (4 sets of 4)
Reinforcement Dice (six-sided) 2
Attack Dice (custom six-sided) 4

CARDS 108

Class 16
Weapon 20
Equipment 44
Enemy 10
Tracker 3
Player Reference 4
Object Reference 11

BOARDS 17

Large Map Tile 5
Horizontal Map Tile 2
Vertical Map Tile 2
Small Map Tile 4
Player Board 4

MINIATURES 35

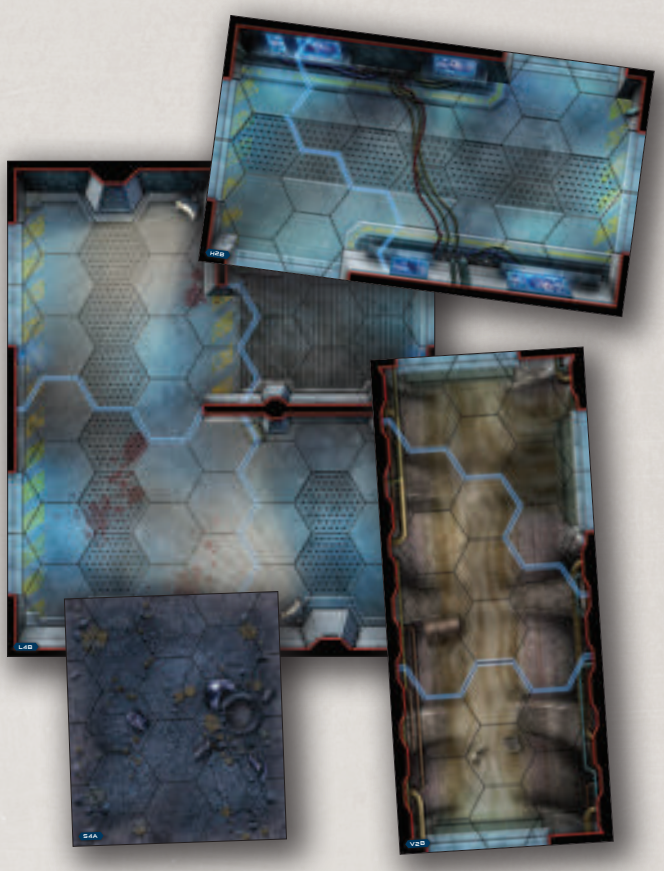
Base Rings x32 (4 sets of 8)
John Connor 1
Kyle Reese 1
Guardian T-800 1
Alex 1
Resistance Soldier 3
T-800 12
HK-8 Drone 12
T-72 Platform 4

TOKENS 111

Wounds 35
Rank 25
Activation 4
Grenade 4
Obstacle / Door (Two-Hex) 7
Obstacles (One-Hex) 10
Supply Crate / Terminal 8
Enemy Entrance 6
Waypoint 8
Truck 2
Enemy Tracker 2

COMPONENT OVERVIEW

MAP TILES



Each Mission uses a series of tiles to form the play area. Tiles have several common features:

Hexes : individual spaces that can be occupied by Characters, Enemies, and Obstacles.

Zones: hexes are grouped into zones, which are divided by blue glowing borders. Small tiles are generally a complete zone, while larger tiles are divided into several zones. Zones are used to determine certain area effects in the game.

Walls: Thick black lines with red glowing borders that divide zones and separate indoor environments from outdoor ones.

Indoor/Outdoor: Some game effects specify Indoor or Outdoor tiles. Indoor tiles have Walls around their edges.

Tile Labelling: Each tile is labelled for reference in the following format: [Size][Number][Side]. There are 4 sizes of map tiles: Large (L), Horizontal (H), Vertical (V), and Small (S). Each tile is numbered, followed by an A or B, which is the front or back of a tile.

OBSTACLES



Cover (1 and 2 hexes) Supply Crate Terminal

Obstacle tokens are placed on top of Map Tiles during Mission setup to add cover and Objectives. They have either a red outline (wall) or a yellow outline (difficult movement).

Cover Obstacles have a defense rating (shield icon) that absorbs damage instead of a Character occupying them. When these obstacles take damage equal to their defense rating, they are destroyed and removed from the Map.

Interactive Obstacles have reference cards and/or special rules included with a Mission for what they do. Supply Crates are where Characters find new Equipment and Weapon cards, while Terminals have Mission-specific effects.

Doors are on the back of 2-hex Obstacles. They divide Map Tiles with walls and block Movement and Line of Sight while closed. In most Missions, they can be opened and removed from the map.



Door Truck (Front/Back)

Trucks are large double-sided tokens. One Truck has a mounted plasma cannon on the roof, the other is unarmed. Both truck tokens have a destroyed side on the back. There are several reference cards for the Truck that correspond to the circed areas on the token.

WAYPOINTS



Front Back (Unknown Waypoint)

These are placed on top of Map Tiles during Mission setup to mark locations with special importance; each has an entry in the Mission's Special Rules. When a Character enters a zone with the waypoint token, immediately refer to the matching section of the Mission's special rules, revealing the waypoint token if it's face-down (the side with the ? icon).

ENEMY ENTRANCES

Enemy Entrances are named (Alpha, Bravo, etc), and double-sided with a light side (one die result) and a heavy side (two die results).

After each player's turn, players roll Reinforcement Dice to determine if and where Enemy Reinforcements are placed at Enemy Entrances around the map edge..



Light Side (1 result)



Heavy Side (2 results)



Reinforcement Dice

CHARACTERS

Each player uses a miniature, Character board, and set of 4 dice to track the following information about their Character as they play: A Character's Name, Class, and starting Weapon or Equipment cards are shown in the top banner **(1)**.

Rank tokens (2) are a measure of a Character's overall fighting experience and are awarded as you play through the campaign. Stack them here and spend them to mitigate bad luck by rerolling Attack or Action dice.



Wound Slots (3) mark how many hits a Character can take. If they suffer a Wound token they cannot place on the Character board, they are knocked 'Down' and ineffective. Downed Characters are not dead. They are merely injured, and can be rescued by allies to return to fighting form.

Each Character uses a set of components of a matching colour: an **Activation token (4)**, 4 dice, and a Grenade token. The Activation Token marks whether they have taken their turn yet in the current round. This is useful to help remember where you were when pausing Missions to reveal Waypoints, or when you play solo and control multiple Characters.

Action Spaces (5) are where you assign dice to perform different types of Actions. Each space can only hold one die.

The set of 3 **Character Abilities (6)** represent unique things each Character can do. Some modify Attack Dice results ( ), others have passive effects (∞), and finally, some are additional Action Spaces. As you play the campaign, Characters earn more abilities in the form of class cards. These are placed to the right of the Character board.
See page 20 for a list of Character abilities.

Finally, the bottom banner of the Character board has three **Card Slots (7)** for Weapon and/or Equipment cards. The middle slot can be used for either type (allowing a Character to carry 1 Weapon and 2 Equipment, or 2 Weapons and 1 Equipment).

WEAPON & EQUIPMENT CARDS

Weapon and Equipment cards are used by Characters. Both kinds of cards share the following attributes:

Name (1): A description of the Weapon or Equipment.

Type & Keywords (2): This affects which slot(s) the card can be placed in at the bottom edge of a Character board. Keywords are also referenced by other cards.

Effect (3): What the card does when you use it. Some Equipment cards also have Action Spaces followed by red dice icons. In this case, you only apply the effect listed if you use a die with the value shown.

Level (4): An identifier used by Mission setup instructions, telling when players can encounter this card during the campaign story. Starting Equipment that belongs to Characters is marked with S, while Levels 1, 2 and 3 indicate cards of increasing rarity and power level.





Weapons have the following additional attributes:

Action Spaces (5): Players assign dice here to make attacks using this Weapon.

Attack (6): The number of Attack Dice this Weapon rolls.

Range (7): Distance in hexes this Weapon can attack. If a Weapon has two numbers separated by a hyphen, these are its minimum and maximum range respectively.

Set Identifier (8): The set in which this card appears.

ATTACK DICE

These special six-sided dice are rolled by Characters and Enemies when they attack. They use the following icons:

- **Hit:** Characters count these when attacking.
- **Skull:** When a Character attacks, this icon provokes a reaction from their target. When Enemies attack, they use these faces as hits.
- **Fist:** When a Character attacks or defends, they can use one of their matching abilities for each Fist rolled.

The six faces of an Attack Die:



Hit | Hit | 2 Hits | Hit + Fist | Skull | Skull

CLASS CARDS

As you play the campaign, Characters earn Class Cards, which reflect their growing experience on the battlefield. Each card has two new abilities, which come in the following types:

Action Spaces: These grant new actions, similar to ones found on Character boards.

Passive (∞): These abilities always apply.

Fist: These abilities are used when attacking or defending.

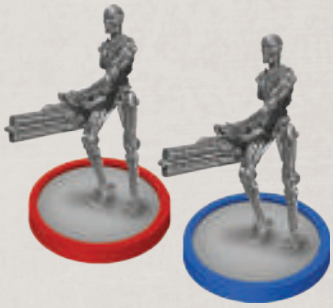
Tokens: Some cards grant additional Wound Slots or Rank tokens.



ENEMIES

Skynet's Machines are represented by miniatures with matching cards. Most Enemies have a single card with stats and special abilities, while Bosses have two cards: a stat card and a logic card. All non-Boss Enemies are marked with base rings that match the colours used by the players because after each player's turn, Enemies of their colour also take a turn. Bosses don't use base rings because they take a turn after every player.





Enemies have the following attributes on their cards:

Name (1): The Enemy's name and nickname given by the Resistance.

Stats (2): Basic information about the Enemy:

- **Defense:** The number of Hits required in one attack roll to deal a Wound to that Enemy. If an attack rolls fewer hits than this, nothing happens.
- **Move:** The distance in hexes the Enemy can advance toward a Character when it activates.
- **Attack:** Number of Attack Dice rolled when the Enemy attacks.
- **Range:** Number of hexes away from which the Enemy can attack.

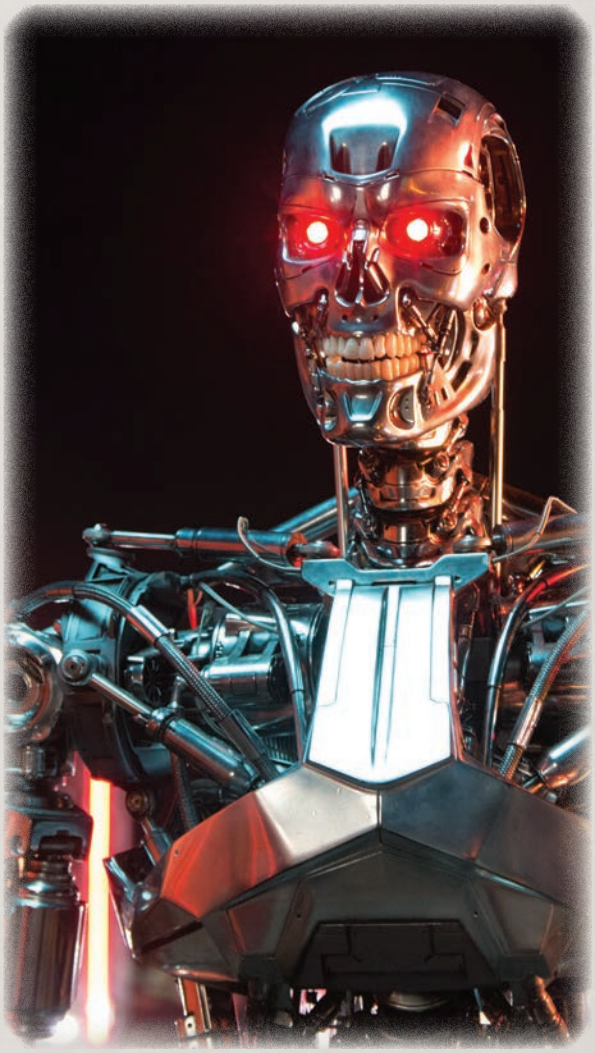
Type (3): This lets you know if this Enemy is considered a Boss. Bosses have the following features:

- They have a **Logic Card** that determines what they do when they activate, based on the result of a die roll.
- They do not use coloured bases, and activate after each player's turn.
- They take multiple wounds to destroy.

Special Abilities and Reactions (5): This section has passive effects that modify the behavior of this Enemy from the standard rules.

Reactions (6): These abilities apply when players attack the Enemy and roll one or more results on their Attack Dice. An Enemy's Reaction only triggers once per Attack.

Set Identifier (7): The set in which this card appears.



ENEMY SURGE CARD

Some Missions use this card to track the arrival of a large group of Enemies. The Mission's special rules explain how it is used.





Enemy Tracker Token

REFERENCE CARDS

The Resistance Soldiers, Truck, and several other Obstacle tiles have effects and abilities that are listed on these double-sided Reference Cards. Whenever one of these components is used in a Mission, place its matching card beside the play area.

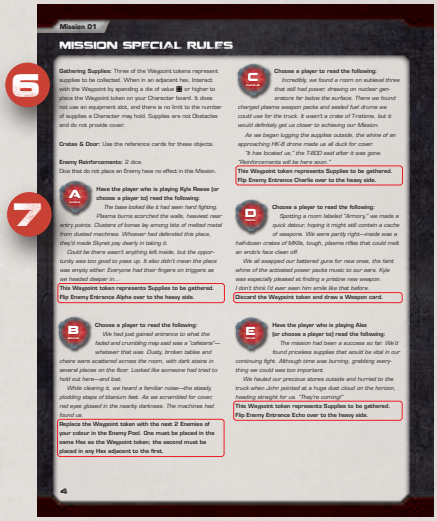


MISSION BOOK

This book contains seven Missions that follow the Resistance as they battle to capture the Time Machine and send Kyle Reese back to 1984. Each Mission has the following sections, spread across several pages:

The Resistance Soldier minis use coloured bases, just like Enemies.





Players should read aloud the **Introduction (1)** fiction to set the scene of the Mission.

Map Setup (2) shows you how to arrange the Map Tiles and place any Obstacles, Waypoints, and Enemy Entrances. It also lists all the tiles used for ease of setup.

The **Mission Setup (3)** section lists the Objectives, which Waypoints to use, how to prepare the Equipment and Weapon decks, and any other tokens used by the Mission.

It also shows you which Enemies can be found during this Mission - referred to as the **Enemy Pool (4)** - and which player colours they are assigned to. See the following page.

The **Skirmish Setup (5)** instructions are only used if you are playing a single Mission instead of the full Campaign.

Finally, the **Mission Special Rules (6)** section lists any additional rules that apply only to this Mission, such as the effect of Enemy Surges or specific features on the map. The majority of this section lists what happens when you reveal each **Waypoint Token (7)**. Each token's entry has fiction and the resulting gameplay effects of the Waypoint. Keep this section handy as you play, but don't read ahead and spoil any surprises!

MISSION SPECIAL RULES

If a Mission Special Rule contradicts a rule in this book or on a card, the Mission Special Rule takes priority.

ENEMY POOL

While not a component, the Enemy Pool is an important game concept. All Enemies shown in a Mission's Map Setup diagram and Mission Setup section are considered to be part of the **Enemy Pool**. Some of these Enemies can begin on the game board, others are set off to the side in lines sorted by colour. The Enemy Pool serves to determine the maximum number (and colour) of Enemies available during a Mission. Other Enemies remain in the box during this Mission.

When an Enemy is destroyed and removed from the map, it's not gone. Instead, it returns to the Enemy Pool at the back of the line of its colour. On a later round, it may return as Reinforcements.

At the end of each player turn, you will need to roll for Reinforcements of your colour as described by the Mission. Whenever you are required to add Skynet Reinforcements, take the figures from the front of the line of your colour (in order) and place them at the Entrances rolled.

Enemy Pool Example:

Enemies you place for Reinforcements come from the front of your coloured line. During the game, these lines will change length as Enemies are placed on the Map as Reinforcements and Enemies are destroyed and returned to the Enemy Pool.

If you're the red player and need to place two Enemies as Reinforcements, the two Endos from your line are used.



Enemies you destroy (such as the Yellow Endo above) are returned to the back of their matching line in the Enemy Pool.

GAME MODES

Decide whether you are playing a single Mission (Skirmish), or a series of Missions as a Campaign. If beginning a new Campaign, start with the first Mission. Otherwise, choose any Mission from the book and follow the additional Skirmish setup rules. Once you have decided on a game mode to play, turn to **Setup** on page 10.

The first time you play the game, we recommend playing Mission 01: Gathering Supplies. This Mission has the same setup for both Campaign and Skirmish Mode.

CAMPAIGN MODE

Play the Missions sequentially in the order of the Mission Book. After each Mission, players keep track of their Weapon, Equipment, and Class cards, as well as the total number of Rank tokens in their pool.

Starting Equipment & Weapons:

Begin each Mission with any cards kept from the previous Mission as well as the default starting cards listed on your Character board. If you have more cards than card slots, choose cards to discard (probably your starting cards).

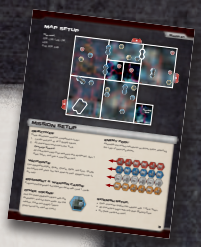
SKIRMISH MODE

Play any Mission from the book. After setting up the Mission, also follow the Mission's Skirmish Setup instructions, which list any special setup required to balance the Mission's difficulty level appropriately. Later Missions in the story assume that Characters have accumulated better Weapons and Equipment, and the Skirmish Setup balances this.

Starting Equipment & Weapons:

Each Character uses the default starting cards listed on their Character board, but draws any cards as required by the Mission's Skirmish Setup rules.

SETUP



1 CHOOSE MISSION

Turn to the Mission's page in the Mission Book. Read the Introduction story aloud and then use the various sections shown there to set up the game. The setup for Mission 01 is shown here.



2 CHOOSE COLOURS

Each player chooses a colour (Red, Blue, White, or Yellow) and takes that set of 4 dice, along with the matching Activation and Grenade tokens.



For games with fewer than 4 players: the colours players choose in step 2 affect the Enemy Pool and can affect Mission setup. Make sure you are setting up the game correctly for the colours chosen.



3 MAP SETUP

Assemble the tiles as shown in the Map Setup diagram to form the play area in the middle of the table. Make sure to leave room around the edge for Character boards, tokens, and the Enemy Pool.

Add the Obstacles and Enemy Entrances as shown. The **Map Setup** diagram also has a list of all tokens used, so that you don't miss any!

Finally, refer to the Mission Setup rules and place the specific Waypoint tokens where instructed.

4 TOKENS & ATTACK DICE

Place Wounds, Attack Dice, and any other tokens required by the Mission near the board within easy reach of all players.

5 EQUIPMENT & WEAPONS

The Mission's setup instructions list which level of cards are used to form the Equipment and Weapon Decks for this Mission.

Separate out the Equipment and Weapon cards with the required level(s) and return the others to the box.



Shuffle each deck and place them beside the play area.

Do not include any Level S (starting) cards in these decks.



9 STARTING POSITIONS

Each player places their Character miniature in any Hex in the **Starting Zone** indicated in the Mission's Map Setup diagram.

You are now ready to play!

8 SKIRMISH MODE

If playing the Mission in Skirmish Mode, follow the additional instructions under "Skirmish Setup".

7 ENEMY POOL

Refer to the diagram in the Mission Setup box. Gather these miniatures, and attach the appropriate coloured base to each. **Only use the colours that players chose in step 2; all other miniatures remain in the box.**



Place the Enemy miniatures in lines beside the board, in the sequence shown (left to right). This is the sequence they will arrive as Reinforcements. For each type of Enemy in the Enemy Pool, find the matching Enemy card and place it beside the play area.

Starting Enemies:

In some Missions, players make Reinforcement Rolls or otherwise place Enemies on the Map before the Mission begins. If the Mission lists instructions for starting Enemies, take the required Enemies from the front of the lines in the Enemy Pool.

6 CHOOSE CHARACTERS

Each player chooses a Character and takes the matching:

- Character board,
- Miniature,
- Starting Equipment cards (place them in the slots),
- 2 Rank tokens (stack them on your Character board).

If playing a Campaign, also take your:

- Unlocked Class Cards earned from previous Missions. Place them to the right of your Character board. Unused Class Cards can remain in the box.
- Additional Rank tokens earned from previous Missions. Stack them with the others.
- Found Weapon and Equipment cards kept at the end of the previous Mission.

GAMEPLAY

Missions are the core of Terminator Genisys: Rise of the Resistance. Each Mission is played over a number of Rounds, until either all Characters are Down (incapacitated) or they have accomplished the Mission's Objective(s).

WINNING THE MISSION:

All players win immediately when all of the Mission's Objectives are complete. Most Missions require their Objectives to be completed in the sequence listed; some can be done in any order.

LOSING THE MISSION:

All players lose when either of the following events occur:

- Any of the Mission's lose conditions (if it has any listed under its special rules) are met.
- All Characters are Down.



ROUND SEQUENCE

Each Round consists of each player taking a single turn in any order the players choose. Each time a player finishes a turn, the matching colour of Enemies take a turn. Follow the Phases below. Each Phase is explained in greater detail on the following pages:

1. **Decision Phase:** Players decide who will take the next turn by nominating a Turn Player. That player proceeds to resolve a Player Phase and Enemy Phase.

2. **Player Phase:** The Turn Player rolls their four action dice and assigns them to Action Spaces to perform Actions.

3. **Enemy Phase:** After the Turn Player has completed all their actions, they must activate Enemies. There are multiple steps to this phase:
   A) Roll for Reinforcements
   B) Normal Enemies Move
   C) Normal Enemies Attack
   D) Activate Bosses
   E) Stunned Bosses & Enemies Recover

4. **End of Round:** After all players have resolved a Player Phase and Enemy Phase, resolve any "end of round" effects on cards or Mission Special Rules. Then, begin a new Round, starting with the Decision Phase.

1. DECISION PHASE

Players decide as a team who should play the next turn. This also means they are deciding what colour of Enemy they want to activate next. Once they have chosen, that player becomes the Turn Player and performs a Player Phase, followed by an Enemy Phase.

TURN ORDER

While the Decision Phase may seem unnecessary when there are few Enemies around, it becomes extremely important when the squad is surrounded.

Since you will always know which Enemies will activate as the result of a player taking a turn, you can use this information to strategize and prioritize dealing with threats, helping to ensure a Character doesn't get knocked down before having a chance to get to cover, for instance.

The nature of the decision phase can also allow a Character to take two turns back to back if desired (once at the end of a Round, and again at the beginning of the next).

2. PLAYER PHASE

The Turn player rolls their set of 4 Action Dice and places them beside their Character board. Using one die at a time, the player assigns the die to an open Action Space to perform the action listed.The effects of using each type of Action Space are described below. When a player is done their Player Phase, they flip their Activation Token to the "Done" side and proceed to the Enemy Phase.

A player does not have to assign all 4 dice, though it is usually best to use all of your dice if you can.

Rank token: You may spend a Rank token (flip it to its used side and place it beside your Character board) to choose any number of your Action Dice you have not assigned to Action Spaces yet and reroll them. There is no limit to the number of your Rank tokens you may spend in one turn.



ACTIONS

All Actions require the player to assign a die to an open Action Space. Each Action Space can only hold one die. All dice remain assigned until the end of the round, so once a space has been assigned a die, it cannot be used again unless an effect removes the die.

Action Spaces can be found on Character boards, Weapon, Equipment, and Class cards the Character is carrying or Object Reference cards used by the Mission. Action Spaces are all labelled with specific types of Actions:



Many Actions have bonuses based on the value of the die assigned. Refer to the icons below for how dice requirements are presented on various cards. Most Action Spaces can accept a die of any value, but provide bonuses if the die is a particular value; others require a specific die.



This effect applies if the die assigned to the Action Space has a value of 6.



This effect applies if the die assigned to the Action Space has a value of 4, 5, or 6.



This effect uses the value of the die assigned in some way; the effect will describe how.



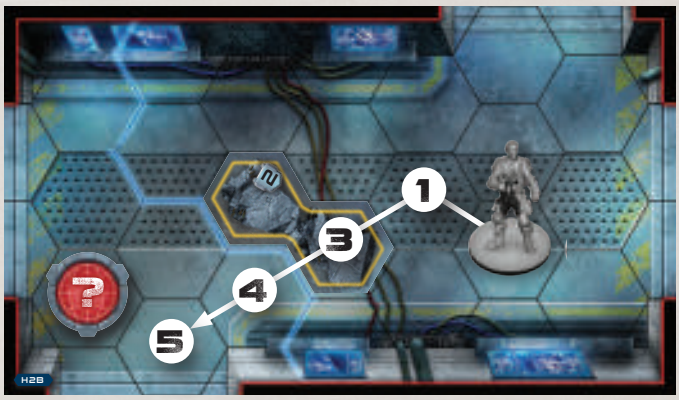
MOVE

Assign a die of any value to this space to Move a number of hexes up to the number of pips showing on that die (If you assign a ⚄, you can move up to 5 hexes).

- **Obstacles & Allies:** Entering a Hex that contains an Obstacle (yellow outline) counts as 2 Movement per hex. Characters can Move into or through hexes occupied by Characters and allies, but cannot end their turn there. Each Hex can only contain 1 Character at the end of your Move.
- **Impassable hexes:** Characters cannot Move into or through:
  - Red Obstacle tokens or hexes with red outlines,
  - Walls, either solid black artwork within hexes, or thick black lines along map tile edges or between hexes,
  - Hexes occupied by Enemies,
  - Half-hexes along the edge of Map Tiles. Only hexes that are more than half visible can be entered.
- **Unused Movement:** You cannot use some of the Movement allowed by a die, perform another Action, and then use the rest. Unused Movement is lost when you perform another Action.
- **Modifiers:** If you have any abilities that modify your Movement dice, they apply to each die used to Move.
- **Zones:** Areas divided by blue Zone lines have no impact on Movement, unless a Mission's special rules say otherwise.
- **Revealing Waypoints:** When a Character enters a Zone that contains a Waypoint token, immediately flip it over if it's face down and refer to the matching entry in the Mission's special rules. Revealing a Waypoint does not end your Move Action; you may continue using any remaining Movement after revealing it.

Move Example:

The Guardian assigns a ⚄ to one of the Move Action Spaces on his Character board. He moves 4 hexes over an Obstacle into a new Zone, and pauses to immediately reveal and resolve the Waypoint. Then he moves 1 remaining Hex.



ATTACK

Assign a die of any value to an Attack Action Space on one of your Weapon cards to make an Attack. Attacks require the target to be in both Range and Line of Sight. Follow these steps:

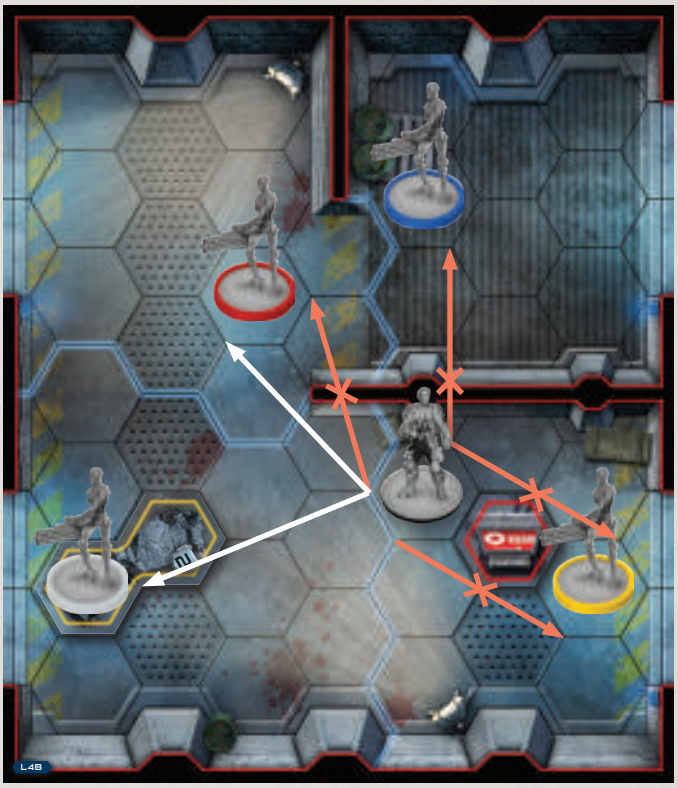
1. **Choose a Weapon:** Assign your die to an open Attack Action Space on a Weapon card.
2. **Check Action Dice Effects:** Most weapons gain bonus effects when fired using a die of a specific value.
3. **Check Range and Line of Sight (LOS):** You can see any Enemy that you can draw an invisible straight line from any point of your Hex to any point of their Hex that does not pass outside the play area (over a space that doesn't contain a map tile) or cross any walls or red-outlined hexes. Yellow outlines and other Characters or Enemies are ignored when determining Line of Sight.
4. **Check Range:** Count the shortest distance to the target in hexes; it must be within your weapon's Range.
5. **Roll Attack Dice:** Equal to the Attack rating of the Weapon:
   - After rolling, use any other abilities on your Weapon, Class card, Character board, or ally's Character board that reroll or modify the results of your dice.
   - **Rank token:** You may spend a Rank token to reroll any number of Attack Dice. There is no limit to the number of your Rank tokens you can spend this way during an attack.



6. **Resolve Reactions:**
   - **Resistance Fists:** For each icon you rolled, choose an ability on your Character board or Class card that can be used "when attacking" and apply its effect.
   - **Terminator Skulls:** If you rolled at least 1 icon, check the Enemy's card for a "when defending" or "after defending" effect and resolve it. Unless otherwise stated, an Enemy only reacts once per attack.
7. **Count Hits Rolled:** Compare Hits to the Enemy's Defense:
   - **Miss:** If you rolled fewer Hits than the Enemy's Defense, the attack misses or glances off its armor and nothing happens. Otherwise:
   - **Normal Enemy:** If you rolled Hits equal to or greater than the Enemy's Defense, it is destroyed. Remove the Enemy from the map and place it at the back of its matching coloured line in the Enemy Pool (see page 16) .
   - **Boss Enemy:** If you rolled Hits equal to or greater than the Enemy's Defense, place a Wound token in one of the slots on its card. If the Boss doesn't have an empty slot to place this Wound token, it is destroyed and returned to the box (Bosses are not part of the Enemy Pool).

Line of Sight and Range Examples:

The Guardian wants to attack using his Plasma Shotgun. He can attack the red T-800 (Range 3) because at least one Line of Sight can be drawn between their hexes. He can attack the white T-800 (Range 4) because cover Obstacles don't affect Line of Sight. He cannot attack the blue T-800 because of the wall between them, and he cannot attack the yellow T-800 (Range 2) because there are no lines that can be drawn between them that don't touch or cross the red-outlined Skynet Terminal.



Attack and Reaction example:

Using the example above, the Guardian decides to attack the white T-800 at Range 4. He assigns a 2 to his Plasma Shotgun and rolls 4 Attack Dice and gets the following:



2 Hits and 2 Skulls is not enough to hit the T-800's 3 Defense. Knowing this, the Guardian spends one of his Rank tokens to reroll the two Skulls, managing to turn one into a Hit. Perfect! 3 Hits is enough to equal the Endo's 3 Defense and it is destroyed. If the Guardian had still missed, the Endo would apply its Relentless ability and move closer, suffering nothing from the Attack.

Note: *Enemies never benefit from Obstacles the way Characters do. Ignore Obstacles when attacking Enemies.*

Attacking Enemies on Entrances

Enemies don't often remain in their Entrances, but Characters can still attack targets in Enemy Entrances. You must be in Range of, and have Line of Sight to, at least 1 half-hex that is part of the Enemy Entrance (all Enemies in an Entrance are considered to occupy its half-hexes, even if they don't fit).

Special Attacks

Some Weapons, such as the Flamethrower and Grenade Launcher, have Special action spaces instead of Attack ones because they have their own procedure for rolling Attack Dice and counting hits - The effects of these Weapon cards modify the procedure listed here.



INTERACT

The Interact Action is used by a variety of objects in the game. Rules for the result of this action are often found on Object Reference Cards, but it can also be used to trade Equipment and Weapon cards. Each die assigned to an Interact Action Space can only be used for one thing (you can't both Interact with an object on the map and Trade).

TRADING

When you assign a die to the Interact space on your Character board, you may choose to trade with one other adjacent Character. You may freely give and take Equipment and Weapon cards with the chosen Character. Any of your dice assigned to cards remain there until the end of the round, even if you trade a card to another Character.



SPECIAL

Character boards and Class cards have special abilities with unique effects; these are Special Action Spaces. Some require a die of a specific value, others can use any die, the effect will tell you which. Assign a die here to apply the effect.



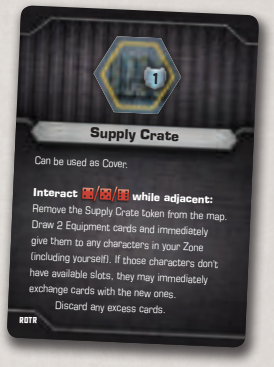
REST (RESCUE)

Assign a die to a Rest Action Space for one of two possible effects:

- **Rest:** Remove 1 Wound from your Character board.
- **Rescue:** Choose a Character in an adjacent Hex that is Down. That player removes 1 Wound from their Character board and stands their miniature up. See **Downed Characters**, page 19.

INTERACTING WITH OBJECTS

When you assign a die to any Interact Action Space, you may use the Interact Effect of an object on the map, as described on its Object Reference card. This is most commonly used for Supply Crates and Terminals.



COMMANDING ALLIES

Some Missions use Allies. These are additional Resistance forces controlled by the players that can be Commanded to perform actions, by using the Special Action Space on their reference card. The following general rules apply to all Allies:



- Allies can only be Commanded from the zone they occupy.
- The Actions that Allies perform function exactly the same way as the actions performed by Characters and have all the same rules, although Allies have a fixed value for Movement and do not have bonuses for attacking.
- Allies are not Characters. They do not benefit from effects that specify "Characters" unless a Mission's special rules say otherwise.
- Enemies can target and attack Allies they same way they attack Characters. Allies can be Downed or Killed (depending on the Mission; refer to its Special Rules).
- Downed Allies cannot be Commanded, but may be rescued like Characters, Killed Allies are returned to the box.

3. ENEMY PHASE

When a player finishes their Player Phase, they must flip their Activation Token to the "Done" side and perform an Enemy Phase. The Enemy Phase consists of the following steps:

A. **Reinforcements** (roll dice to place Enemies of your colour)
B. **Enemies Move** (all Enemies of your colour)
C. **Enemies Attack** (all Enemies of your colour)
D. **Activate Bosses**
E. **Stunned Bosses & Enemies Recover** (of your colour)



3A. REINFORCEMENTS

During this step, new Enemies may appear from Enemy Entrances and join the battle. Each Mission's special rules specify how many dice you roll for Enemy Reinforcements. Roll the listed number of dice and compare the results to the Enemy Entrances around the edges of the Map.

For each die result that matches the result shown on an Enemy Entrance, take the Enemy from the front of your coloured line in the Enemy Pool and place it on the Enemy Entrance that shows a die result you rolled.

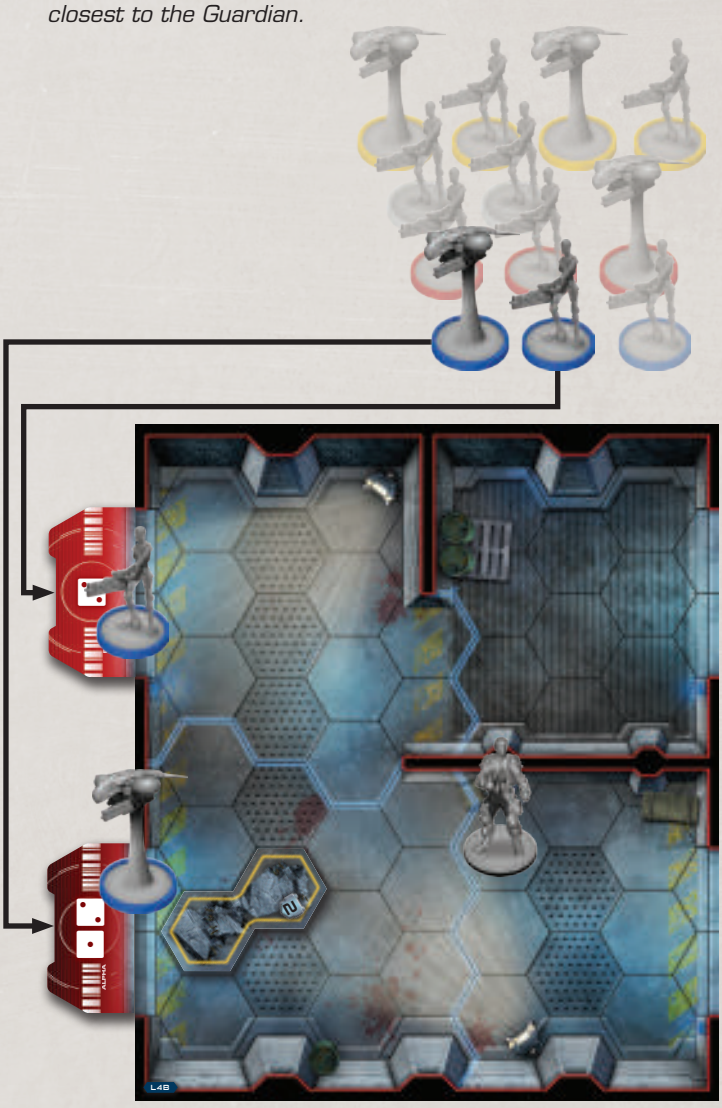
If multiple Enemy Entrances have the same die result, place new Enemies alphabetically (starting with Alpha) until all Enemies have been placed, or there are no more Enemies of that colour in your pool.

If you roll multiples of the same result, multiple Enemies will be placed at the same Entrance.

Enemy Placement:
Enemy Entrances use the half-hexes along the edge of Map Tiles. Enemies should be placed in the half-hex that is closest to the nearest Character.

Size of Enemy Entrances:
Enemy Entrances are considered a single zone with no limit to the number of Enemy units that can occupy it. If you need to place more Enemies than will fit on the half-hexes an Entrance borders, place any others off the board nearby; they are still considered to occupy one of the Entrance's half-hexes for the purposes of movement and attacks.

Reinforcements & Enemy Pool Example:
At the end of your turn as the Blue player, you roll two of your dice for Reinforcements, getting ⚅⚅. There are no ⚅s on the map, so that result has no effect. There are two ⚄s however, meaning the first two Enemies of your colour in the Enemy Pool will be placed. The Drone is placed at entrance Alpha, and the T-800 is placed at entrance Bravo, in the Hex closest to the Guardian.



3B. ENEMIES MOVE

In any order you choose, Move each Enemy of your colour on the Map. By default, all Enemies target the nearest Character when moving. Some Missions override this default priority. Refer to the Mission's special rules.

To Move an Enemy, follow the steps below, resolving the first instruction that applies to each Enemy.

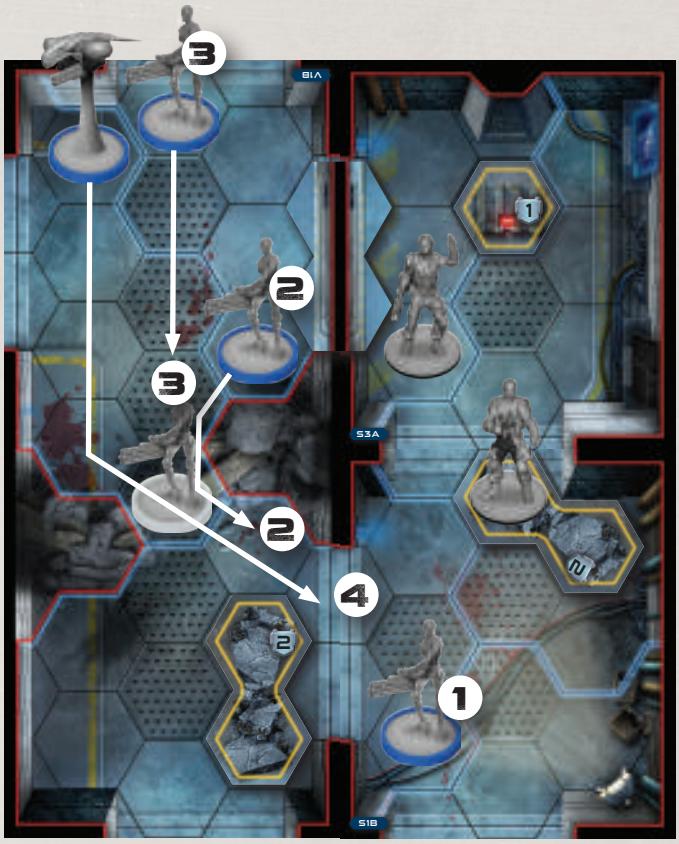
1. If a Character is within Range and Line of Sight of the Enemy, it doesn't move since it can attack from its current position.
2. Otherwise, the Enemy moves toward the nearest Character until it is in Range and Line of Sight. Once it meets both of these conditions while moving, it stops, even if it has Movement remaining.
3. If the Enemy cannot get the nearest Character in Range and Line of Sight, it moves toward the nearest Character following the shortest path of hexes that is not blocked.
4. In the rare situation that the Enemy is in a part of the Map is not connected to the nearest Character (there is no path to reach the Character), such as behind one or more closed doors, it still moves toward the nearest Character until its Movement is blocked.

The following general rules apply to Enemy Movement:

- If two Characters are the same distance away from an Enemy, players may choose which one the Enemy considers nearest and moves toward.
- If there are multiple shortest paths, the players choose which of the shortest paths the Enemy moves.
- Hexes containing Obstacles count as 2 Movement for Enemies. Sometimes the shortest path to a Character is still over an Obstacle, even with this Movement penalty *(note the HK-8 Drone ignores obstacles when moving).*
- Enemies may move through hexes occupied by other Enemies, but cannot end their turn in the same Hex. Each Hex can only contain one Enemy.
- If an Enemy has Movement remaining but cannot use all of it because hexes closer to its target are occupied by other Enemies (of the same or different colours), it stops.
- Enemies cannot move into or through Walls (red outlines). Count the shortest path around any Walls when moving.

Enemy Movement Examples:

After rolling for Reinforcements as the Blue player, you must Move all Blue Enemies in any order. The closed door token makes the Guardian the nearest Character for each of the Enemies below, so they will move toward him.



T-800 (1) does not move because the Guardian is already in its Range of 6 and Line of Sight.

T-800 (2) uses its 4 Movement to move past the white T-800, but stops after 3 hexes at position (2), as soon as the Guardian is in Range and Line of Sight.

T-800 (3) also moves closer, but the white T-800 occupies the 4th Hex of its Movement, so it stops at position (3).

The Drone has 8 Movement, but can only attack at Range 2. It moves 6 hexes to stop at position (4), which is the first Hex it can get both Range and Line of Sight to the Guardian.

The end result is two T-800s and a Drone that can attack the Guardian! Yikes!

3C. ENEMIES ATTACK

After all Enemies of your colour have moved, each makes an attack if it is able. Each Enemy attacks the nearest Character. If more than one Character is the nearest, players choose which Character is attacked.

When your Character is attacked, have a different player make the attack roll if possible.

When an Enemy unit attacks, follow these steps:

1. **Confirm Target:**
   The Enemy is within Range and has LOS to the nearest Character (you probably determined this when moving the Enemy in the previous step).
2. **Roll and Modify Attack Dice:**
   Equal to the Enemy's Attack rating.
   - Resolve any Enemy abilities that modify the results of the Enemy's attack roll.
   - Then resolve any Character, Class, or Equipment effects that modify the results of the Enemy's attack roll.
3. **Resolve Resistance Fists:**
   For each icon the Enemy rolled, choose an ability on your Character board or class card that triggers "when defending" and apply its effect. You can use the same ability multiple times if there are multiple icons.
4. **Resolve Damage:**
   Each result is 1 Damage. Hit / results are ignored when Enemies attack. Each point of Damage is dealt in the following order:

To a Cover Obstacle in your hex:
If you are on an Cover Obstacle (yellow outline), it takes damage first; mark each Damage the Obstacle takes with a Damage Token. Once the Obstacle has damage tokens equal to its defense rating (the number in its shield icon), it is destroyed and removed from the map.

To a Wound Slot on your Character Board:
If there is no Obstacle in your hex, or the damage taken exceeds its defense rating, place 1 Wound token in an empty Wound slot on your Character Board (or one of your Class cards).

Too Many Wounds:
If you are dealt a Wound and have no empty Wound slots available to place the token, you are **Down**. Lay your miniature on its side in its current hex. (see **Downed Characters**, on the following page).

Enemy Attack Examples:
Continuing the example from the previous page, the Blue Enemies now attack the Guardian. Players decide to resolve the attacks in the order numbered below:



Damage Token
(reverse of Wound Token)

T-800 (1) rolls 3 Attack Dice, and gets: 
Enemy attacks don't count hits, so the attack results in 1 Damage. The Guardian occupies a cover Obstacle with a "2" shield icon, which takes 1 Damage for him. He marks it with a Damage token (3).

T-800 (2) rolls 3 Attack Dice and gets: 
Of this two Damage, the Cover Obstacle takes 1 more Damage and is then removed from the map. The Guardian must take the second Damage by placing a Wound token, on his Character board.

Finally, the Drone (3) rolls its 2 Attack Dice: 
This deals another Damage. However, the Guardian uses the Fist icon to activate the ability on his Character board: "When defending, ignore 1 Wound", preventing the Wound.

DOWNED CHARACTERS

When your Character takes a Wound that cannot be placed because they have no empty Wound slots on their Character board or Class cards, they are **Down**. Downed Characters still participate in the game in a limited way as follows, until they are Rescued by another Character (page 15):

- **Decision Phase:** These players still participate in the turn order discussion.
- **Player Phase:** Downed Characters have a chance to rally, in a heroic fashion: Roll your 4 Action dice as usual. You may still spend Rank tokens to reroll the results. You may only use and assign dice with a value of ⚀, but may not use Rest Action Spaces.
- **Enemy Reinforcements:** You must still roll for Reinforcements and activate Enemies of your colour.
- **Enemy Movement:** Downed Characters are ignored by Enemies. Enemies may move through hexes occupied by Downed Characters, but may not stop there.
- **Enemy Attacks:** Enemies do not attack or deal Wounds to Downed Characters. If a Character becomes Down during the Enemy Attack phase, any remaining Enemies will target the next nearest Character in their Range and Line of Sight instead, if there are any.



3D. BOSSES ACTIVATE

If there are any Boss-type Enemies in play, each takes a turn in any order after all non-Boss Enemies have moved and attacked. Bosses don't have player colours, so they activate (moving and/or attacking as their logic requires) on each player's turn, making them very dangerous.

For each Boss, roll a die. Compare the result to its Logic card to see how it moves and attacks this turn.

Unless otherwise indicated on their cards, Bosses resolve Movement and attacks following the same list of priorities as non-Boss Enemies.

3E. STUNNED ENEMIES

During this step, any Enemies that missed their activation because they were Stunned are no longer Stunned; stand their miniatures up. Only stand up Bosses and Enemies of your player colour.

How do Enemies become Stunned?
Some effects, such as the EMP Grenade, cause Enemies to become Stunned. When this happens, lay the Enemy miniature on its side in its current hex. The next time it would be activated, instead of taking its normal turn, the Enemy miniature is returned to a standing position instead. If an Enemy has effects that occur after it activates, apply those effects when you stand the miniature up.

Attacking Stunned Enemies:
Stunned Enemies may be attacked as normal, but any 💀 results you roll do not trigger their Reactions ("when defending" abilities on their cards).

4. END OF ROUND

The Round ends after all players have taken a turn by completing a Player Phase and an Enemy Phase. If there are any "End of Round" effects on cards or in the Mission's Special Rules, apply those effects now.

Then, all Characters flip their Activation Tokens face up (to the "Ready" side), and gather all their Action Dice to begin a new Round, starting with the Decision Phase.

ENDING A MISSION

A Mission ends in victory immediately when all of its Objectives are achieved. Sometimes this occurs at the end of a Round, but more often it occurs in the middle of a player's turn during their Player Phase.

Campaign Mode:
When playing a Mission as part of a Campaign, there are several steps to perform when it is complete:

1. Refer to the Mission's **Reward** (listed under Objectives).
2. If the Mission gives Characters additional Rank token or a Class Card, take those components from the box. Players may choose which Class Card they earn; see page 20.
3. Record the following information for each Character, and carry these cards and tokens into the next Mission:
   - Weapon, Equipment, and Class cards.
   - Number of Rank tokens.

QUICK REFERENCE

ROUND SEQUENCE (p12)

1. **Decision Phase:** Players decide who will take the next turn by nominating a Turn Player. That player proceeds to resolve a Player Phase and Enemy Phase.

2. **Player Phase:** The Turn Player rolls their four action dice and assigns them to Action Spaces.
   Spend Rank tokens to reroll unassigned dice.

Enemy Phase: After the Turn Player has completed all their actions, they must activate Enemies. There are multiple steps to this phase:
   A) Roll for Reinforcements
   B) Normal Enemies Move
   C) Normal Enemies Attack
   D) Activate Bosses
   E) Stunned Bosses & Enemies (of your colour) **Recover**

3. **End of Round:** After all players have resolved a Player Phase and Enemy Phase, resolve "end of round" effects.

PLAYER ATTACKS (p14)

1. **Choose Weapon**
2. **Apply Dice Bonus Effects**
3. **Check Line of Sight**
4. **Check Range** (Weapon's Range rating)
5. **Roll Attack Dice** (Weapon's Attack rating)
   - Modify dice results with card abilities.
   - Spend Rank tokens to reroll.
6. **Resolve Reactions**
   - Fists (apply 1 Fist ability for each)
   - Skulls (Enemy Reaction, maximum once)
7. **Count Hits**
   - Miss (Hits < Defense)
   - Enemy (Hits ≥ Defense = return to Enemy Pool)
   - Boss (Hits ≥ Defense = 1 Wound)

ENEMY REINFORCEMENTS (p16)

Roll the number of Reinforcement dice listed in the Mission's Special Rules. Place Enemies from your colour in the Enemy Pool on matching entrances, in alphabetical order (first Enemy to Alpha, second to Bravo, etc).

ENEMY MOVEMENT (p17)

Each Enemy follows the first instruction possible below.
If two Characters are the same distance, or there are multiple shortest paths, players choose between the options.

1. If a Character is within Range and Line of Sight, don't move.
2. Move toward the nearest Character until it is within Range and Line of Sight, then stop moving.
3. Move toward the nearest Character following the shortest path that is not blocked.
4. Move toward the nearest Character, even if the shortest path is blocked (for example, by a door).

ENEMY ATTACKS (p18)

Each Enemy of your colour resolves the steps below.

1. **Confirm Target:** Attack the nearest Character in Range and Line of Sight. If multiple Characters are the same distance, players choose.
2. **Roll Attack Dice:** equal to the Enemy's Attack rating.
   - Modify dice results with Enemy's abilities.
   - Modify dice with any player effects.
3. **Resolve Resistance Fists**:
   - Use 1 "Defending" Fist ability for each Icon.
4. **Suffer Wounds:**
   - Take 1 Wound for each Icon. Ignore /.
   - If you are on a Cover Obstacle, it takes damage first.
   - If you can't place a Wound token, you are Down.

BOSSES (p19)

Bosses Activate at the end of each player's Enemy Phase. If there are multiple Bosses in play, Activate them in any order. For each Boss, Roll a die to determine what it does.

MAP TOKENS

Waypoint: Reveal and look up immediately upon entering this Zone.

Cover Obstacle (Yellow): 2 Movement/Hex entered. Number = Wounds absorbed.

Blocking Obstacle (Red): Blocks Movement & Line of Sight. See reference card.

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